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WHERE'S MY BACK-UP!

By Benjamin Dell

Ben Dell is a new contributor to Fanatic magazine, and his first article is this great exposition on how to bring an Inquisitor's vast resources to bear in your games, should you so wish.

GREATEST ASSETS

If you're an Inquisitor player, and you've read Dan Abnett's fantastic Eisenhorn trilogy, then you may have noticed that many of Eisenhorn's greatest assets as an Inquisitor are not his psychic powers, weapons or combat-veteran companions. The most important assets he has support him away from combat; ie, the Distaff (his school of psychic nulls), his mansion libraries, Amos his Savant, his network of agents, his association with the Rogue Trader Maximillion, and even Eisenhorn's own ability to adopt cover identities. All these elements give Eisenhorn powerful resources to call on.

This article is a way for players and GMs to determine what support and assets their Inquisitors have away from the battlefield. As well as the benefits of having a support system for your Warbands the article gives nine sample background elements and concludes with an example Warband that has benefited from the system.

WHY BOTHER?

You may say that Inquisitors, by their nature, have access to the whole of the Imperium, so why try to work out their support? This is of course true (and this article won't stop that), however being theoretically in charge of anything often feels like being actually in charge of nothing. Ships, gadgets and even specialised followers can be allocated by the GM for specific campaigns without back-story, and removed without explanation to facilitate campaign plot, particularly in the 'stand-alones' created for the Inquisitor Conspiracies. Having a support network gives GMs ways to introduce these things consistently.

As there are no doubt Inquisitors who prefer to commandeer what they need as they need it, there are just as many Inquisitors, like Eisenhorn, who build up networks of reliable support that are constantly at their disposal to aid investigations. This article introduces a system of 'Resources' that warbands can use.

For players, the benefits of this system are that it's an easy way to customise and give personality to a warband and it allows them to feel more in control of the warband's development, too.

For GMs, 'Resources' can be an extremely useful tool as well for the following reasons:

- It allows GMs to control what warbands can do away from, and even what support they have on, the battlefield.
- It provides plot hooks, recurring locations, characters and back-stories to campaigns that can help build up a sense of story momentum by stringing together 'compartmentalised' games that would otherwise seem to lack progression.
- It can help players think about their warbands as characters rather than models, giving them personality, cohesion and more interesting links to stories. This can be even more of a bonus for non-Inquisitorial warbands (like Genestealer Cults, Mutant bands and Rogue Traders) as they rarely have the Inquisitor 'standby-plot' of looking to bash the next *(Alien, Heretic, Daemon – delete as appropriate). Finding a believable plot hook for these interesting and unusual groups can be difficult. Tying up a warband's vested interests and assets into a campaign is a sure-fire way to involve them.
- These assets can also raise whole new aspects of the campaign as players' warbands take part in, often shorter, game sessions to protect, enlarge or squander their Resources.

HOW TO INCLUDE RESOURCES IN YOUR WARBANDS

Resources are how warbands represent all the elements of their 'organisation' (or lack of) that don't enter the battlefield. Players MUST be responsible when picking and using Resources because they are a 'story-telling' tool not game-balanced rules. Min/maxing using this system may be possible but should be strongly discouraged by the GM!

I should mention here that if you use Resources simply as a list of things the Inquisitor has access to, then you are missing one of the best parts of this system – linking these into the warband's story. For example, so your Inquisitor travels in a Rogue Trader's clipper... why? Is it part of a cover identity? Is the Rogue Trader still aboard – does he fully support the Inquisitor or is he coerced? Always (as a player or GM) try to establish why a warband has a Resource and it will be much more likely to generate ideas for future game sessions.

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Use Resources to drive the story line of your campaigns and give your warbands motivation and it should enhance your gaming; use them to power game for a warband and you could have problems.

There are three ways I've suggested below to include Resources in your warbands; each one has benefits that I'll mention.

- **Wish-list** – Players take whatever Resources they need to create the support the Inquisitor has at his disposal. This should DEFINITELY be under GM supervision as it will be easy for players using this method to list 'everything-but-the-kitchen-sink'. This method is particularly good at creating high-level Inquisitors, fully embroiled in sector wide, or even Imperium wide conspiracies. The drawback is that if players or GMs can't cope with the large amount of Resources available to them it becomes overwhelming and can ruin games.

- **Bolt-ons** – The GM assigns a number of 'Levels' of Resources to the warbands and the players can pick their Resources from the list until they have used up those Levels. As a rough guide;

A. Warband receives 5 Levels to choose from the Resources list. This is a good starting point if you are not sure about using this campaign aid – for example, if you don't want to unbalance an on going campaign. It's also easy to build up in blocks of 5 if you find you do want more Resources available to players, and so introduce more of their support networks.

B. Warband receives 10 Levels to choose from the Resources list. A good compromise point, giving players freedom over whether to specialise in one Resource or have a more diverse but less powerful selection. This should be enough Levels to get players seriously thinking about what they can do with their warband and will provide a couple of major elements for plot hooks and characterisation but still leave them with ideas about all the things they would like to work towards in the future.

C. Warband receives 20 Levels to choose from the Resources list; this should be enough to provide a full spectrum of tailored Resources for the Inquisitor. Like the 'Wish-list' method, there can be problems if it provides more Resources than either the players or GM can handle.

- **Ready Reckoner** – This last method can only by used with newly created Warbands. The GM assigns a rough points value (using the Ready Reckoner system at the back of the Inquisitor Rulebook) to the players and, like building an army, they create their force within that point limit, the only addition being that they can buy Resources for 10 points per Level.

The advantage is that it allows warbands different options about what areas they would like to favour – battlefield prowess, an Inquisitorial Black Ship, spy networks, a well-defended base etc. GM's should allot about 1,000–1,500 points for warbands, more than that and players no longer have to make choices – they have enough points to

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be 'good' in most areas. This method can ensure that warbands are roughly matched in power but still tailored individually. The only problem is that 'point-counting' can be at odds with the style and ethos of Inquisitor.

HOW RESOURCES WORK

Below are a small number of 'rules' on how Resources work:

- **What is Represented** – All Resources represent something; a player must pick what this is at the time it is purchased. With some of the Resources this will be obvious (like Transport), with others it may be less so, eg, Favours – what this means is the Inquisitor has contacts in a particular sphere of influence; pick from Underworld, Guilds, Law Enforcement, Administratum etc.
- **Multiple Levels** – Resources can be acquired more than once – eg, an Inquisitor can have a mansion Base (worth 5 Levels) but also 3 back-alley hideouts (of 1 Level each) making a total of 8 Levels spent in the Resource - Base.
- **Make Sure it's Applicable** – Resources Levels can only be counted towards applicable scores. So with an Occult Library (Information 3 Levels) and a Spy Network (Information 3 Levels) while you have spent 6 Levels in Information you couldn't use all 6 to look for a Rebel Leader. Occult Library would not be appropriate, so you could only count the 3 Levels of Spy Network.
- **Bonuses** – Each listed Resource has its own suggested way of being used, the 'bonus' owning it confers. These have been kept deliberately simple, if you wish to add more detail or create your own Resources feel free.
- **Tapping or Spending** – Some Resources can be either spent or tapped. 'Tapping' a Resources Level means using it in its normal capacity. 'Spending' Levels increase their potency but permanently loses the Levels (the effects of this will be described in more detail in Resources where it applies).

A. Spending can allow warbands strapped for time to get a boost when they need it, but at the cost of more long-term growth.

B. Levels can be spent individually or in groups and added to tapped Levels for the purposes of making rolls, (ie, 4 Levels of Information – one Spy dies

FOLLOWERS

SUMMARY – Represents the people who can fight for a Warband but are not included. They can be considered to be 'new recruits' to replace injured / dead troops or as specialists only used for certain missions. Choose either 'Ragtag Bunch' or 'Loyal Crew' when you buy the Levels.

'RAGTAG BUNCH' – When tapped each Level generates 10 points (using the Ready Reckoner) each game week. These can only be used to purchase new characters for the warband – not improvements to old ones. Characters can be any type but the player should know how he 'recruited' the character.

'LOYAL CREW' – When tapped each Level generates 20 pts each game week but these points can only be spent to recruit a specific type of character (ie,- Death Cultists, Pirate Crew, Imperial Guard etc). These characters can and should be created as individuals though. All other rules apply as above.

NOTES:

– Just because an extra character has joined the warband, it doesn't mean that they are automatically included next game, the GM is the final arbiter of when a character is available and how many characters the warband can field in each mission.

– Permanently spending Levels triples the amount of points received.

– 'Elites'; Space Marines, Imperial Assassins, or other characters with starting stats of 100+ cannot be bought in this way they must be recruited in-game.

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getting the important secrets to you but the spy network is not destroyed [-1 Information Level but add three dice to that particular roll, making a total of 6 dice rolled]).

C. If Resources are tapped they remain that way for a minimum of 1 game week (more if the GM feels it is appropriate) and cannot be used (tapped) again until they have been untapped.

D. Levels of Resources that are tapped for one purpose can still be spent on another purpose; this represents Inquisitors pushing their Resources to breaking point.

Campaigns - If you are using the Experience Points rules from Inquisitor, it costs 2 Experience Points per Resources Level. Any increases should be explained.

Need a quick idea for a game? Pick a Resources category, roll a D6 – odds: something bad happens to a warband's Resources (1 = lose a level). Evens: something good happens to a warband's Resources (6 = gain a level). For example: Odds – (Transport) the warband's spaceship is boarded by pirates, time for a battle. Evens – (Information) the Inquisitor has the chance to get a rare tome to boost his library, now all he needs to do is steal it from a Noble collector.

TRANSPORT

SUMMARY – This represents the vehicles that your warband have access to and how they routinely travel.

'VEHICLES' – Number of Levels.

1 – Civilian Ground-Vehicle (Car / Truck)

2 – Military Ground-Vehicle (Arbites Tank / Armoured Jeep) or; – Civilian Planet-Bound Flyer (Skimmer / Land Speeder)

3 – Military Planet-Bound Flyer (Armoured Land Speeder) or; – Civilian Interplanetary-Ship [Non Warp] (Shuttle / Cutter)

4 – Military Interplanetary-Ship [Non Warp] (Gun Cutter / Starfighter)

5 – Civilian Small-Interstellar Ship (Star-Yacht / Diplomatic Ship)

6 – Military Small-Interstellar Ship (Exploration Ship / Patrol Vessel)

7 – Civilian Medium-Interstellar Ship (Sprint Trader)

8 – Military Medium-Interstellar Ship (Frigate)

9 – Civilian Large-Interstellar Ship (Guild Clipper)

10 – Military Large-Interstellar Ship (Battle Ship / Black Ship)

'EXTRA FEATURES' – (Each +1 = 1 Level)

+ 2 Teleporter (Large ships only [Levels 9-10] – Warband can deploy anywhere on the field, percentile test 01-50 = on target, 51-95 = scatter, 96+ Teleporter malfunctions – GM decision on effects eg, mutation, possession, alternate reality / dreamscape battle, death).

+ 1 or 2 Rogue Trader Charter (Minor – 'Trader' [is there a trade route or contracts?] / Major – 'Explorer' [highly sought after])

+ 1 or 2 Smuggling Compartment (small – up to 1 person size, large – up to 5 people size).

+ 1 In Game Role – Minor: Insertion & Evacuation (1-4 Level Vehicles only – Vehicle can give cover fire on turn it arrives to drop off or pick up warband, pinning tests against targets – GM discretion whether it hits/wounds).

+ 2 In Game Role – Major: Combat Role (1-2 Level Vehicles only – create a vehicle using the Vehicle rules from the Inquisitor Annual).

+ 3 Bombardment Capable (Level 10 ships only – GM Discretion).

+ 2 Ship-board Base (may buy the 'Services' for 'Base' Resource – only Interstellar ships are big enough [Levels 5-10]. Small ships may have 1 Level of Services, Medium ships may have 2 Levels and Large ships may have 3 Levels of Base Services on board – these must still be bought).

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INFORMATION

SUMMARY – Information is one of the most important commodities an Inquisitor trades in and they get it from a wide range of sources; spy networks, libraries (occult, mundane, heretical), tip offs, Administratum records, Street Fixers, Information Brokers etc.

'FINDING THINGS OUT' – When tapping, roll Level number of D10 versus a GM set difficulty number. The successes equal the quality of information received and the time-scale for getting it (GM's call). If the type of information searched for matches what the player has selected as the source of his Information then the player gets a reduction to the difficulty level of the roll.

-2 difficulty = the information source matches well (using an occult library to look for daemonic names).

There are no reductions if source matches generally (using the occult library to look for tactical weaknesses in psychic enemies).

A source of Information cannot be used to gather info if it is completely illogical (looking for information on a new street gang using an occult library).

NOTES:
Spending Levels triples the number of dice rolled for those Levels to determine quality and speed of information gained (but loses the Levels – the Information of that source is now depleted).

FINANCIAL CLOUT

SUMMARY – Money, trade goods, credit rating, noble titles, deeds and other holdings that the warband can use to get what they need.

NOTES:
Financial Clout Levels work by emulating other Resources, and can be used either to 'Rent' or 'Purchase'.

'RENTING' – By 'tapping' Levels, warbands may rent and are given an equivalent number of Levels in the Resource to be emulated. Warbands can hire 'specific things' that last for D6 games (ie, – the character cannot 'buy' an ability to attract followers but can pay for hired guns. They can pay a Rogue Trader to work with them but cannot keep the ship).

'PURCHASING' – By 'spending' the Financial Clout Levels they can be used to emulate double the amount of other Resources Levels but this time the character permanently purchases it for the warband – cross off the spent Financial Clout Levels and mark the gained 'item' on your sheet, for example the character buys a vehicle or library outright.

MENTOR

SUMMARY – You have a powerful backer, boss, or interested party supporting you. Though you are expected to fight your own battles this mentor will occasionally provide you with aid in one form or another, and may also expect you to undertake tasks in repayment.

NOTE:
Mentor Levels work by emulating other Resources.

'SUBTLE AID' – By 'tapping' Mentor Resources Levels players are given an equivalent number of Levels in the chosen Resource, but these MUST be specific things that last for D6 games (ie, – the mentor cannot lend an ability to attract followers but can pay for mercenaries or send reinforcements).

'DIRECT HELP' – By 'spending' Mentor Levels it represents substantial help for the warband, the Mentor permanently transfers items of double the Levels spent – cross off the spent Mentor Points (they are unwilling or unable to help more – at least until you get back in their good books), mark the gained 'item' on your sheet.

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BASE

SUMMARY – Bases are bought to give your warband a place to rest and to grow stronger. A Base may contain its own special features, called Services. These Services must all be bought on top of purchasing the Base itself. To create anything larger than a 'Large' Base add extra Small or Medium 'wings' to it.

'BASE TYPES'

Fortified bases – have high walls, gun emplacements etc, anyone local knows what's there and they cannot be hidden except with the 2 Level Service - 'Concealed'.

Unfortified bases – are not undefended but lack obvious deterrents and are not likely to be as well laid out for defence, they are automatically considered to be concealed.

The size affects how many services can be housed at the base.

Levels:
1 – Unfortified Bolthole (no Services Levels)

2 – Fortified Bolthole

3 – Small Unfortified Base (1 Service Level)

4 – Small Fortified Base

5 – Medium Unfortified Base (2 Services Levels)

6 – Medium Fortified Base

7 – Large Unfortified Base (3 Services Levels)

8 – Large Fortified Base

'SERVICE'

Services can be either Basic or Advanced
+1 Level = Basic Service
+2 Levels = Advanced Service
(A Medium Base could therefore hold either one Advanced Service or 2 Basic Services).
Extras are written so that the bonus for Basic Services is listed first, then Advanced (in the format Basic OR Advanced).

Ammo Dump (contains a supply of Common ammo for 1 OR 3 ammo types, exhausted on a D10 roll of 0).

Library (adds +1D10 OR +3D10 to appropriate Information rolls).

Research Lab (adds +1D10 OR +3D10 to appropriate Information rolls – GM discretion as to whether players can invent new items or tinker with existing items here).

Medical Facility (reduces the length of time between Recovery tests [from 1 a week] to '1 every 5 days' OR '1 every 3 days' – they also have access to Cybernetics

- Basic Facility = 50% Crude / 50% Average.
- Advanced Facility = 50% Average / 50% Advanced.

Armoury (contains a supply of Common Weapons 1 type OR 3 types, exhausted on a D10 roll of 0).

Early Warning System (alerts Defenders to Attackers presence, allows Defenders to be unsurprised by an attack OR have set an ambush).

Secret Escape Route (a simple escape tunnel OR secret passages criss-crossing the Base).

Prison *or* Torture chamber (Willpower tests must be made by prisoners each week OR each day; if failed they give up information. If a prisoner has no more information to give and fails a test they lose D10 from a Mental stat permanently as they slowly go mad).

Ritual site (a ritual's [not a psychic power] purpose can be researched each month OR every two weeks, a ritual can be learned to be performed in 2 months OR every month).

Training Facility (characters using the facility gain +1 Experience Point per full week of use, maximum benefit is 1 month, 1 OR 2 characters only can use the Facility at a time).

Business (generates Financial Clout Resources Levels +1 OR +3, if Levels are 'spent' the Business dies).

[+2 Only] - **Concealed (Fortified Base)** (it appears to be an ordinary building or area of land)

Household Guards (the Defender has D6 OR D10 extra guards who can only defend the Base, GM determines stats).

Maze OR Labyrinth (Attackers become lost, Sagacity rolls to orient every turn OR Attackers lost and attacked by D10 Traps).

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DEALS

SUMMARY – This Resource covers the contacts that owe you, the allies who aid you and the groups over which you can exert influence. Players must pick whether they have either 'Favours' or 'Pacts' at the time they are acquired. Permanently expended points represent you forcing people to help – burning them in the process.

'FAVOURS' – Represents that there are a number of people in a particular sphere of influence that can help you (examples might be; loyal Imperial Citizens, Medicae, Adeptus Mechanicus, Rogue Traders etc). The number of Levels of Favours indicates the levels of aid these contacts give you – roll Level number of D10 versus a GM set difficulty number. If this is failed there is no contact that can help.

'PACTS' – Represent that certain groups or individuals have a special relationship of mutual aid with you – Noble Hive Houses, Traders Guilds, Arbites, Imperial Guard Regiments, Planetary Governors, Rogue Traders, Pirate Fleets, Eldar Outcast etc. The number of Levels of Pact indicates the strength of the relationship – roll Level number of D10 versus a GM set difficulty number. As these are close allies you may re-roll one dice but for every thing you ask of them they have the right to ask you to do something of equal difficulty.

'OUR MAN IN THE FIELD' A WORKED EXAMPLE.

Below is a mock up of how a warband might use Resources to complement its concept; I've assigned 10 Levels.

Interrogator Ely Frost has served Inquisitor Truman for decades; he has long had command of his own team of agents and has full authority from the Inquisitor. In recent months they've been tracking and infiltrating a Rebellion movement; going undercover is Frost's speciality [Cover Identity – 'Imperial Citizen'; 4 Levels] *In case of problems on the missions, Frost has nominated a Safe-House* [Base 1 Level – Unfortified Bolthole].

Frost has a good relationship with Truman, but has repeatedly turned down offers of becoming an Inquisitor; he is content to serve Truman [Mentor 2 Levels, with potential to grow as Frost progresses].

Truman often assigns promising Interrogators to Frost's team. Frost puts them through their paces and sets the standards expected of an Inquisitor. [Followers – 'Loyal Crew' 2 Levels; Interrogators/Inquisitor Acolytes].

Frost is hard-bitten and has always had an eye for the seamy side of life so has garnered several favours from underworld sorts that he can call in [Favours 1 Level - Underworld/Criminals].

By deciding on Resources I liked I've created a concept of what this warband will be like that:

- Influences the way I create them (As 'undercover agents', Frost's boys are armed with high-tech but concealable weapons and easily obtained 'guerrilla' weapons).

- Influences the way they are played (I can see Frost's 'no-nonsense Agent' style taking form already).

- Provides scope to develop (Frost's relationship with Truman, a more advanced Base-of-operations, building a spy network, a shuttle for insertion and extraction).

- Gives plot hooks for the GM to consider (Frost's criminal past? What happens to the Rebellion? Will they want revenge and track down Frost? What of Truman's schemes and enemies? Is the latest 'new recruit' more than he seems?)

While a background with these elements wasn't impossible to do without the Resources, it made it a lot easier to develop the bones of a detailed back-story.

I hope you find this article useful but at the end of the day it's personal choice for players and GMs – If you don't want to use the system, don't.

Author	*Ben has been playing GW games and roleplaying for too many years to want o recall them all, this is his first attempt at an article and he's living proof that if you give an infinite number of snotlings an infinite number of typewriters what you end up with is a Fanatic article (or a Gargant!).*
Further Information	*The Inquisitor range is available from Games Workshop Direct, See the How To Order section for more details.*
More Inq	*Go to page 17 for the Scenery Workshop.*
Website	*www.Exterminatus.com*

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COVER IDENTITY

SUMMARY – Allows you to travel incognito, whether this is to hide from the authorities, assassins & bounty hunters or just to mask your own movements. Cover Identities are divided into those that are average citizens and those Identities that have more convoluted stories and possibly special circumstances – pick at purchase.

'IMPERIAL CITIZEN' – Cover Identity works by opposing any attempts to discover a character's whereabouts, or identity. 'Imperial Citizen' gives characters the personas of minor merchants, workers and refugees etc – anything that cannot pass as a regular Imperial citizen cannot utilise this Resource (eg, – Marines, Outlandish Aliens or Mutants). The number of Levels affects the quality of the Cover Identity and the number of characters who can benefit. Resisted rolls made between searcher and hider before a battle,

- Hider wins – Start game disguised.
- Hider doubles Seeker's successes – totally hidden.
- Seeker wins – Start game undisguised.
- Seeker doubles Hider's successes – loses a Cover Identity Level

'SPECIFIC COVER IDENTITY' – Allows Cover Identities that have special circumstances attached to them – low Levels represent few advantages – a Maintenance crew cover identity for example. Higher Levels are identities that attract considerable advantages such as diplomatic envoys, Inquisitor Status, Imperial Cult leaders etc. Specific Cover identities can be made to accommodate those who would not usually pass inspection (see above) however this costs a further Level per warband member who falls into this category (these extra Levels do NOT add to the overall score for tests!). These unusual Cover Identities must be explained/justified.

NON-COMBAT

SUMMARY – Represents dedicated people who work for your warband in a non-combat manner. These could be Adeptus Mechanicus researchers, grease monkey ship's crew, Adeptus Biologicus medical staff, daemon banishing ritualists, savants, astropaths, street-wise fixers, seneschals (good for leaving in charge of a Base) etc. Players must pick at purchase whether the levels are for teams or specialists.

'TEAMS' – Represents a group dedicated to their purpose, though they are not specialists. A group of NCF's get - 2 to the difficulty of any rolls made related to their field (eg, – ship's crew add bonuses for navigating through dangerous space or repairing the ship but a team of medics get the bonus for medical aid / rehabilitation / studying alien physiology for weakness etc).

'SPECIALISTS' – Represent leaders in their chosen field, Specialists give -4 to the difficulty number of related rolls – specialists can also manage their own Resources holdings and players should have a particular concept / background ideas. In addition, for each time they are used Specialists make demands (GM determines what – eg, rare equipment and materials which must be hunted down).

NOTES:
Roll Level number of D10 versus a GM set difficulty number. The successes indicate the quality and timescale of task performed. Spending Levels permanently triples the dice rolled but you lose the Levels as teams work flat out in dangerous conditions or specialists refuse to work in intolerable situations etc.

* CREATE YOUR OWN

GMs (or players with approval) can create many new Resources. When designing 'bonuses' try to limit the impact on the tabletop games to aid before or after the battle (or at least keep them at a minimum during the game).